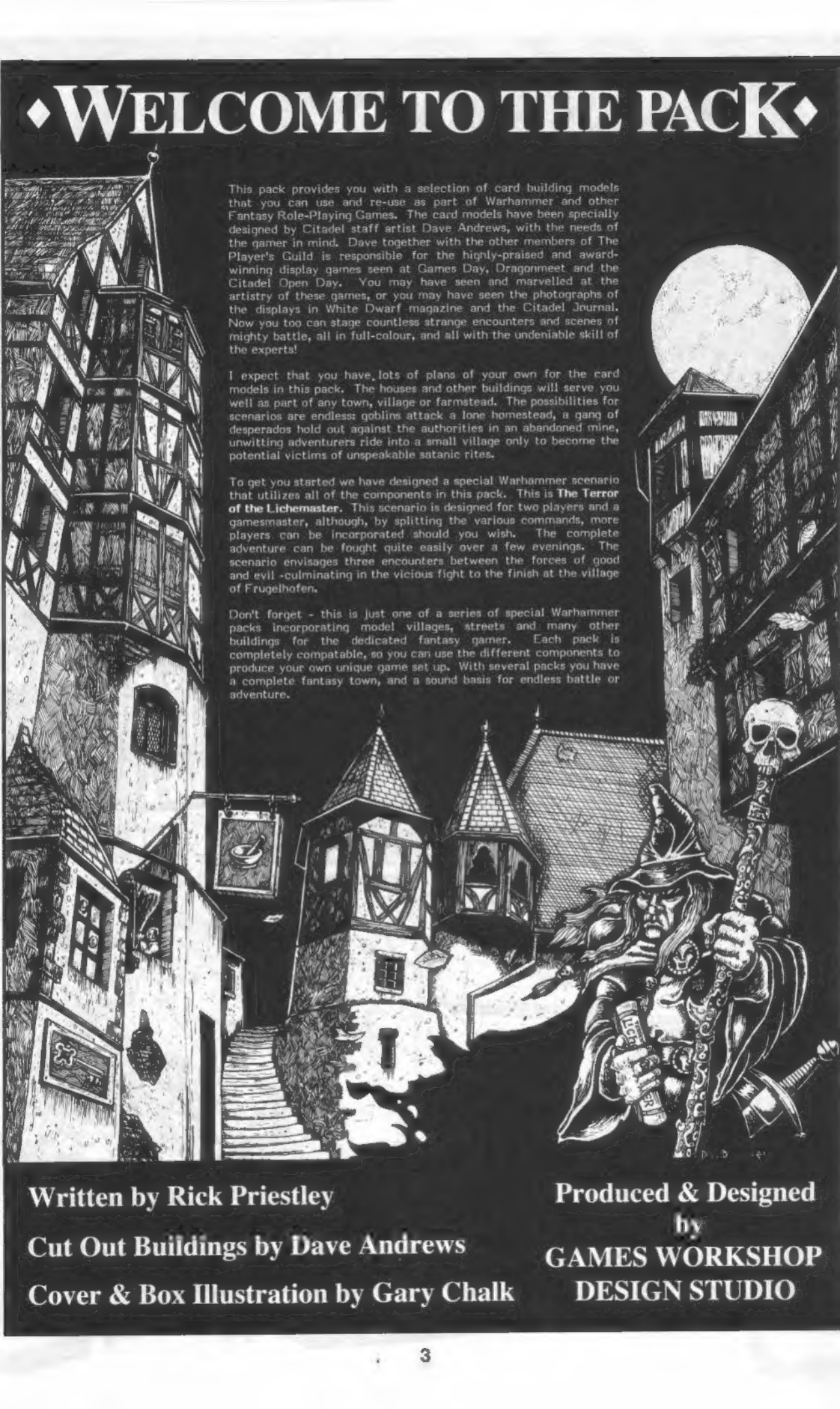


TERROR OF THE LICHMASTER



A **WARHAMMER** MINICAMPAIGN

◆ WELCOME TO THE PACK ◆



This pack provides you with a selection of card building models that you can use and re-use as part of Warhammer and other Fantasy Role-Playing Games. The card models have been specially designed by Citadel staff artist Dave Andrews, with the needs of the gamer in mind. Dave together with the other members of The Player's Guild is responsible for the highly-praised and award-winning display games seen at Games Day, Dragonmeet and the Citadel Open Day. You may have seen and marvelled at the artistry of these games, or you may have seen the photographs of the displays in White Dwarf magazine and the Citadel Journal. Now you too can stage countless strange encounters and scenes of mighty battle, all in full-colour, and all with the undeniable skill of the experts!

I expect that you have lots of plans of your own for the card models in this pack. The houses and other buildings will serve you well as part of any town, village or farmstead. The possibilities for scenarios are endless: goblins attack a lone homestead, a gang of desperados hold out against the authorities in an abandoned mine, unwitting adventurers ride into a small village only to become the potential victims of unspeakable satanic rites.

To get you started we have designed a special Warhammer scenario that utilizes all of the components in this pack. This is **The Terror of the Lichemaster**. This scenario is designed for two players and a gamesmaster, although, by splitting the various commands, more players can be incorporated should you wish. The complete adventure can be fought quite easily over a few evenings. The scenario envisages three encounters between the forces of good and evil - culminating in the vicious fight to the finish at the village of Frueghofen.

Don't forget - this is just one of a series of special Warhammer packs incorporating model villages, streets and many other buildings for the dedicated fantasy gamer. Each pack is completely compatible, so you can use the different components to produce your own unique game set up. With several packs you have a complete fantasy town, and a sound basis for endless battle or adventure.

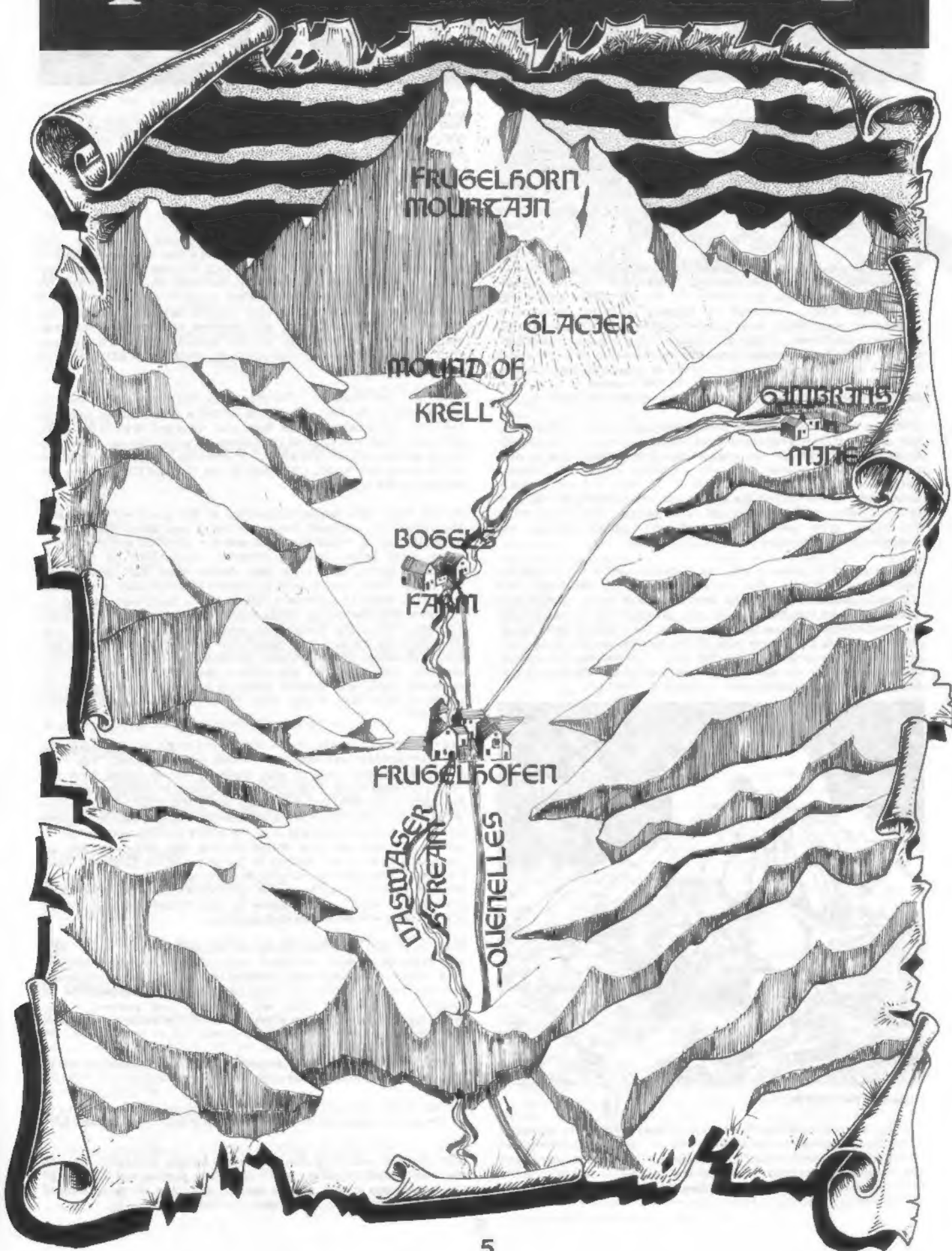
Written by Rick Priestley
Cut Out Buildings by Dave Andrews
Cover & Box Illustration by Gary Chalk

Produced & Designed
by
GAMES WORKSHOP
DESIGN STUDIO

♦ CONTENTS ♦

	Page
FRUGELHORN VALLEY	5
THE TERROR OF THE LICHEMASTER	6
GIMBRIN'S MINE	8
BATTLE 1: THE ASSAULT ON THE MINE	9
BOGELS FARM	11
BATTLE 2: THE ATTACK ON BOGELS FARM	12
FRUGELHOFEN VILLAGE	14
BATTLE 3: THE DEFENCE OF FRUGELHOFEN	15
STATISTICS FOR WARHAMMER BUILDINGS	18
ASSEMBLING YOUR CARD MODELS	20

◆FRUGELHORN VALLEY◆



◆ THE TERROR OF THE LICHEMASTER ◆

VALLEY-FOLK INTRODUCTION

The alpine village of Flugelhofen lies high up in the Black Mountains in the Old World. This is a wild and lawless land, the refuge of numberless bandits, the resting place of mercenary armies and the hide-out of outlaws from all over the Old World. But Flugelhofen is isolated from the incursions of outsiders by virtue of its position in an enclosed valley of the Frueghorn Mountain.

Such a place attracts few visitors, and it was of some surprise to all when an aged traveller appeared at the general store. More surprising still was his appearance, for he was garbed entirely in the darkest black. Amongst his luggage could be discerned a number of great black tomes, wooden stakes and garlands of a strange white flower. Odder still was the insensely carved staff he carried in his hand and the great black rune-sword he wore at his belt. A more curious and dour individual one could but imagine. The villagers were disturbed, but, with the passage of time, soon forgot the stranger that had appeared and vanished so suddenly.

And then the killings began. Cattle were found with their throats torn and their life-blood choked out upon the ground. Two Dwarfs from the gem-mine at the valley head met inexplicable deaths, plunging from a mountain path onto the glacier below. An innocent milk-maid came to the worst end of all, attacked and brutally slaughtered as she walked the meadow to her morning duties. The villagers were justifiably panicked. They became increasingly so as the nights grew restless with strange howling, roaring and bellowing from the valley head.

Some wanted to leave right away, others wanted to go to the nearest town for help. But the winter snow-falls had begun, and the valley would be cut off for several days at least. One or two brave souls said that they would go up to the valley head, and see for themselves what was happening. But they did not dare: for at the valley head, at the very edge of the glacier, lay the long, dark, grave mound; an ancient thing that inspired dread and foreboding. So no one went up the valley, up to the glacier and the mound that hid in the great black shadow of Frueghorn Mountain.



HOW DOES IT WORK

Firstly, the game-master should read through the entire scenario. Then the player who is to take the role of the dread Lichemaster should read the section entitled 'Lichemaster's Introduction', and the player who is to take the role of the valley-folk should read the section entitled 'Valley-folk Introduction'. This will set the scene for the battles that are to follow.

And then, during a night-storm as black as hate and loud as agony, the power of an irresistible evil was released upon an isolated people. The Terror of the Lichemaster had begun.

LICHEMASTER'S INTRODUCTION

Your name is Heinrich Kemler, otherwise known as The Lichemaster. You are a necromancer and a man of power! Despite your skills of deception and magic, your life has not been an easy one. Concourse with the powers of darkness has taken its toll on your body and on your soul. Your powers, once great beyond imagining, are waning. As your powers began to dwindle the carpers and the opportunists, your enemies and foes, saw to it that you were hounded from city to city, town to town, and, at last, from village to village. You approach death, with little hope of peace or revenge.

And then you found it! The legendary mound of Krell, nestling undisturbed at the foot of a glacier within a tiny enclosed valley in the Black Mountains. It had fired your mind and dreams in youth, and now in old age you had uncovered its whereabouts. Soon you would uncover its secrets also. For this was the last resting place of the dread hero Krell, Champion of the Gods of Chaos, once the scourge of the world.

It took many dark nights conjuration at the grave mound to raise the fell spirits that dwelt there. At last it was done - and it would be better not to recall the blood and the sacrifice and the unholy pacts made before howling demons. And there he stood in corporeal glory, Krell - a bony horror that still grasped his murderous black sword, an evil weapon that had sent a thousand screaming souls to the chaos hells. At his back were ranked his followers and champions. There were the skeleton guards and their Captain, Ranlac the Black, more cruel in death than even in life. By them hung the stench of decay, the rotting zombie legions and their Lieutenant Mikeal Jacsen. In death Jacsen was a great dark skeleton, long and thin and with a skull that burned with an unnatural light, and from in between his huge dead teeth there issued a foul, thin shriek that few could listen too without sickening.

But now you feel weak - much of your old magic is gone from you. The summonation was long and difficult and exhausting. You have forgotten or lost most of your spells. You no longer have the ability to regenerate magic points by resting or sleeping, and you feel death approaching. As you lay down, you realise that you are about to die - and then Krell stands before you and begins to speak in a voice long and thin and dry. He offers you life and power. In return you must use your magic to help him relive his age old conquests, to burn and destroy in the name of the Gods of Chaos. For every life taken by Kemler and his undead army, he will be allowed either 1 days life, or 1 magical constitution point (up to his maximum amount). You agree to this hellish bargain - for it accords well with your own dark purposes.

Krell calls upon the Chaos Gods, and you feel vitality flow through your body once more. You have been gifted with 7 days life, and your magic points have been restored to their full level. However, to maintain your vitality you must bring slaughter and death to the people of this valley, they will be your first victims. Your objective then is to destroy every settler in the valley. To achieve this you split your forces into three parts.

Ranlac the Black and two companies each of ten skeletons are to take care of the dwarfs that remain at the gem-mine.

Mikeal Jacsen and half of the zombie hoard, ten in total, are to go to the small settlement of Bogel's Farm and slay the inhabitants.

You yourself will lead the remaining twenty skeletons and ten zombies against the village of Flugelhofen. Ranlac and Mikeal will meet you there in time for the assault, assuming of course that all goes according to plan at the mine and farm.

GAMESMASTER'S SCENARIO BRIEF

Read through the scenario in its entirety before attempting to run the game. You will see that there are 3 conflicts to be fought: Assault on the Mine, Attack on Bogel's Farm and Defence of Frueghofen. The games should be fought in that order, beginning at the mine and finishing at Frueghofen itself.

Each game is a battle between the settlers, represented by Dwarf miners, the farming Bogel family and the villagers, and the evil necromancer Heinrich Kemler, represented by the Lichemaster himself, two skeletal champions, and groups of zombies and skeletons. The three games have been arranged so that troops from the winning side at the first two conflicts can join in the final battle at Frueghofen.

	VALLEY FOLK	UNDEAD
GEM-MINE	Dwarf miners	Ranlac's skeletons
BOGEL'S FARM	The Bogel family	Jacsen's zombies
FRUEGHOFEN	The villagers	The Lichemaster Krell's skeletons Krell's zombies
	plus	
	Surviving dwarfs	plus
	Surviving Bogels	Surviving skeletons and zombies from the mine and farm.

THE FORMAT

Each of the three scenarios is layed out as follows.

1. Outline
2. Terrain
3. Locations
4. Starting the Game
5. Special Rules
6. Player's Briefs

OUTLINE

This section explains the background to the battle in detail, and provides the gamesmaster with additional information about the troops involved.

TERRAIN

A description of the geography of the wargames table.

LOCATIONS

Details of specific places on the table (such as buildings and their Toughness/Wounds) and information about areas and features of note. This includes terrain items that the gamesmaster should be aware of.

STARTING THE GAME

Starting positions of the various troops.

SPECIAL RULES

Any special rules that apply for the game, covering unusual situations and characters.

PLAYER'S BRIEFS

There is a short brief for each player, explaining what he has to do and what forces he has available. It is a good idea to allow each player to read his brief, but be careful that he does not see the other player's brief as well. It is also a good idea to make a copy of the various troop profiles for each player, so they have something to refer to during play.

MODELS

In the descriptions of the troops involved we have given details of weaponry, armour and numbers. Obviously, as the gamesmaster, you are free to change any of these details to suit your own collection of models. You might wish to reduce the numbers of troops involved, or even increase them if you have a large collection.

Where you are unable to provide sufficient models for the battles you may want to use the cardboard counters supplied with this game and printed as part of the cover design on this book. Carefully remove the staples and take the card cover off the book, or cut the cover away to save yourself re-stapling the inside pages. Cut out the card counters as required.



SCENERY

You will need all of the card models from this Village Pack. Other features, such as hills and woods will also be required. These can come from your own collection of scenery, or they can be improvised fairly easily.

Hills. You will need only one hill which should be about 18" long and 6" wide. This forms the ridge at the dwarf mine, and the hills at Bogel's farm and Frueghofen. It is not essential that the hill be an exact size, and any polystyrene or chipboard stepped hills that you already have will almost certainly do. Books will serve just as well.

Ravine. The game at the dwarf mine is set in a sheer-sided ravine. This need not be represented on the table, but pieces of cork, bark or rock will help to delineate the ravine sides and create atmosphere. Any other convenient markers will do, for instance crumpled up paper held in position by blu-tac, tape or a few cobbles.

Stream. A stream is required for both the attack at the mine and the farm. If you have model stream sections already then use these. Otherwise you will need to make a stream. This can be done easily by cutting card or paper into 12" long and 2" wide strips. Paint each strip blue to represent water, with a narrow band of brown along the long edge for banks. The strips can be arranged on the table as required. If you have time, banks can be built up with plasticene, dais, milliput or similar modelling material and painted realistically. Lichen and flock scenic material will help to merge the stream into the wargames base board.

Walls/fences. You will need fences for the attack on Bogel's farm, and walls at Frueghofen. These can come from your existing scenery collection or can be home made or purchased specially. If you prefer, substitute hedges using lichen.

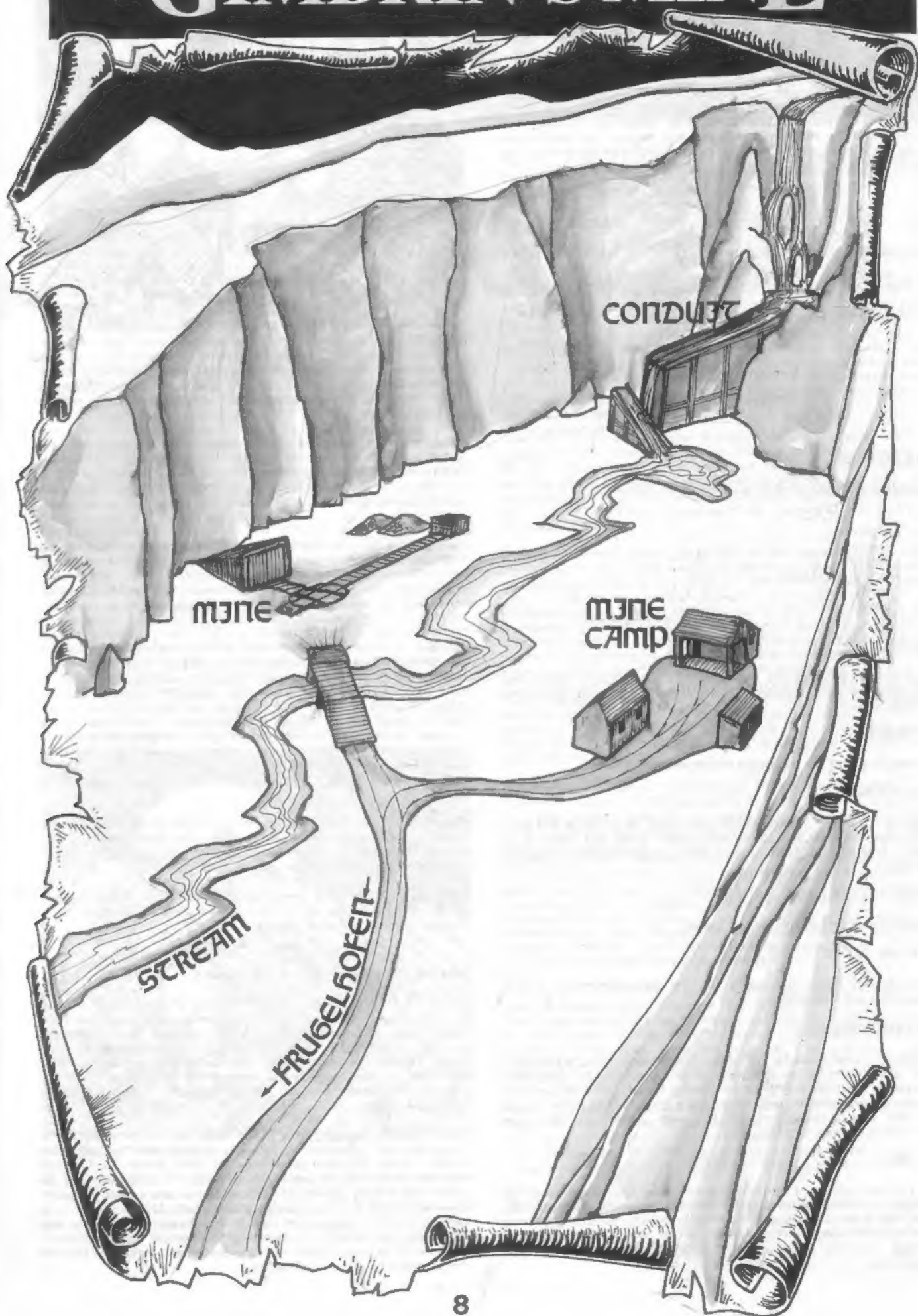
Spoil Tips. At the mine there are three spoil tips. These are best represented by a pile of scenic material such as flock, or by a mixture of flock and small stones.

SPECIAL RULES FOR ALL THREE GAMES

Whilst the Undead remain within the valley of the Frueghorn they are not subject to instability and will not have to make the usual test. The power of the mound of Krell preserves them in undeath as it did for so long in death. But, whilst they are protected by the power of the death-bond, they are also dependent on it. Any skeletons or zombies straying beyond the control range of an undead champion, hero or the Lichemaster himself will be destroyed forever.

Every casualty caused by the Lichemaster and his forces serves to invigorate the necromancer. Keep a running total as casualties occur. Each casualty point may be used either to fuel the necromancer's magical points (on a point for point basis) or to extend his life by an additional day (he has seven days already - given to him by the Chaos Gods). Although for the purposes of the game it is not necessary that Kemler lives longer than a single day, the number of days life he gains can be taken as an indication of his level of success. Remember, the Lichemaster may not recover magic points by sleeping or resting.

◆ GIMBRIN'S MINE ◆



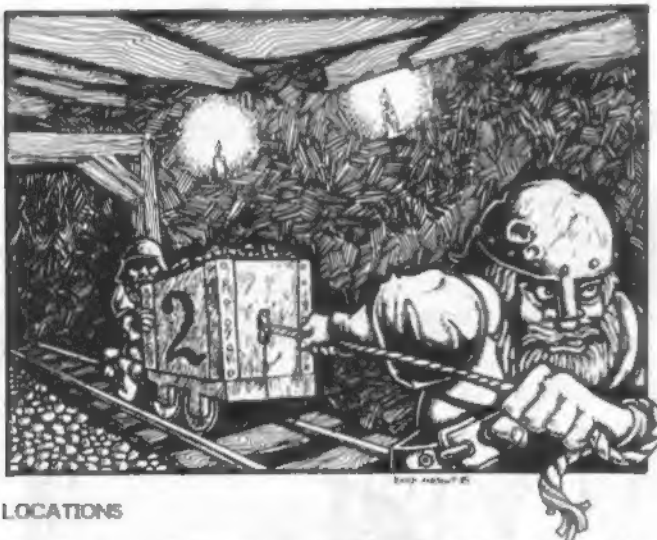
BATTLE 1 THE ASSAULT ON ◆ THE MINE ◆

OUTLINE

The old dwarf-mine has recently been re-occupied by Gimbrin Finehelm and his band of dwarf adventurers. They hope to make their fortune, but so far have uncovered little of any real value. It is at the very break of day that the warning comes from the watch-horn, and the dwarfs quickly don armour and weapons to meet this unexpected threat. For heading towards the mine is Ranlac the Black and his fearsome skeleton guardmen!

TERRAIN

Set up the scenery as shown on the map. The mine is situated in a ravine, with sheer, unclimbable sides. The sides of the ravine can be represented by the edge of your table, or you can mark out the position of the rock wall using string, books or anything else that is suitable. For a really attractive game, use pieces of cork, bark, stone or cork tiling for the rock face. The stream can be represented with stream or river sections from your scenery collection, or you can improvise using card. The spoil tips can be made from a pile of scenic material such as flock, small pieces of cork or small stones.



LOCATIONS

Mine Head - a solidly built wooden structure. T 7 W 5. The mine itself is a simple tunnel 24" long and 2" wide.

Conduit - a rickety affair that carries water from the stream. It is used by the miners to sieve the mine-spoil for small precious stones. T 6 W 5.

Cabin - the cabin is where the dwarfs sleep and keep their personal possessions. T 7 W 2.

Shack - the shack is used during the day. It is where the Dwarfs sit and rest, play dominoes and brew tea. T 7 W 2.

Hut - the hut contains the miner's tools and other gear. T 7 W 2.

Bridge - this is a simple wooden bridge that provides a means of getting across the stream. T 7 W 2.

Ravine - the ravine wall is unclimbable and the only access is via the western gap.

Spoil Tips - each spoil tip is a circular mound with a diameter of approximately 4".

Stream - the stream runs right through the ravine and into the valley where it joins the Vawwaser stream. The stream is very fast-flowing and both dwarfs and undead should be aware that it is dangerous to cross except at the bridge or under the conduit.



STARTING THE GAME

The undead player enters the board at the entrance to the ravine - marked 'A' on the map. Finehelm and the dwarfs begin at the shacks - marked 'B' on the map, except for the dwarf look-out who starts at position 'C' on the hill.

SPECIAL RULES

The stream is very fast-flowing, and can only be safely crossed at the bridge or under the conduit. Otherwise, any model attempting to cross will be swept away on the D6 roll of a 5,6 - moving 4" a turn downstream and utterly helpless. Models can get out of the stream at the bridge or conduit, or by rolling a 6 on a D6 at the beginning of their turn.

The spoil tips count as difficult ground for models crossing them - moving at half-pace.

Ranlac the Black is a powerful undead leader and can exert control over his skeleton followers at up to 12" distance. Skeletons straying beyond this distance will be destroyed, as they will also be should Ranlac be slain. This should remain a secret from the dwarf player.



PLAYER'S BRIEFS

UNDEAD PLAYER

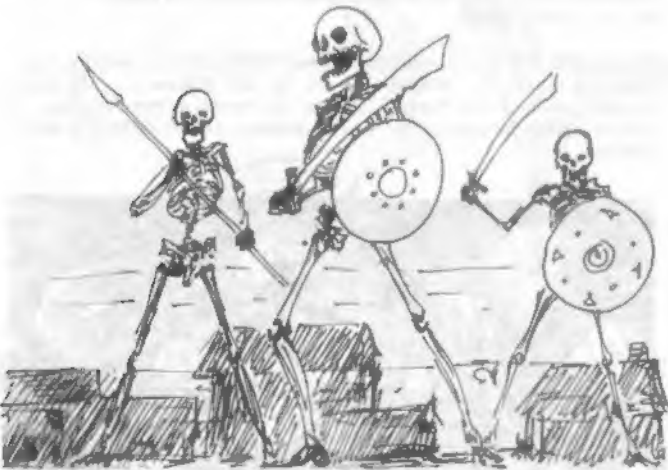
Your objective is simple. Destroy the dwarfs before continuing the march upon the village of Frugelhofen. To accomplish this you have Ranlac the Black and two units each of 10 skeletons. You may split either or both of the units to create units of 5 skeletons if you wish. Skeletons must remain within Ranlac's control range at all times, this is 12". Models straying beyond this range will be instantly destroyed. If Ranlac is slain the skeletons are likewise destroyed, crumbling into harmless dust.



Ranlac The Black

Fighting Characteristics								Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
4	3	3	4	3	1	3	1	5	5	5	5	

Ranlac carries sword and shield, and wears plate armour (albeit somewhat decayed). This gives him a saving throw of 4,5 or 6 on a D6.



Skeletons

Fighting Characteristics								Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
4	2	2	3	3	1	2	1	5	5	5	5	

Skeletons wear a rag-tag of armour, whilst some carry shields as well. This gives them an average saving throw of 4, 5 or 6. All carry swords or comparable hand-arms.

DWARF PLAYER

Confronted by the hordes of Krell, mere survival looks almost out of the question. You are few in number, but with luck you may yet win out. Your objective is to survive, or at best to hold out as long as possible. For every turn you delay the enemy may mean the difference between life and death for the people of the village. If you are lucky and you defeat the skeletons, then you will make all haste to Frugelhofen. There you can warn the people, and take part in the village's defence.

Each dwarf is a champion in his own right, and can act as an individual. There is no need for the dwarfs to remain bound in a single unit. However, if they do join together as a unit they will, of course, benefit from the high personal characteristics of Gimbrin Finehelm.



Gimbrin Finehelm

Fighting Characteristics								Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
3	6	5	4	5	2	4	1	10	8	10	10	

Gimbrin wears plate armour giving him a 5 or 6 saving throw. He wields a mighty double-handed war-sword.

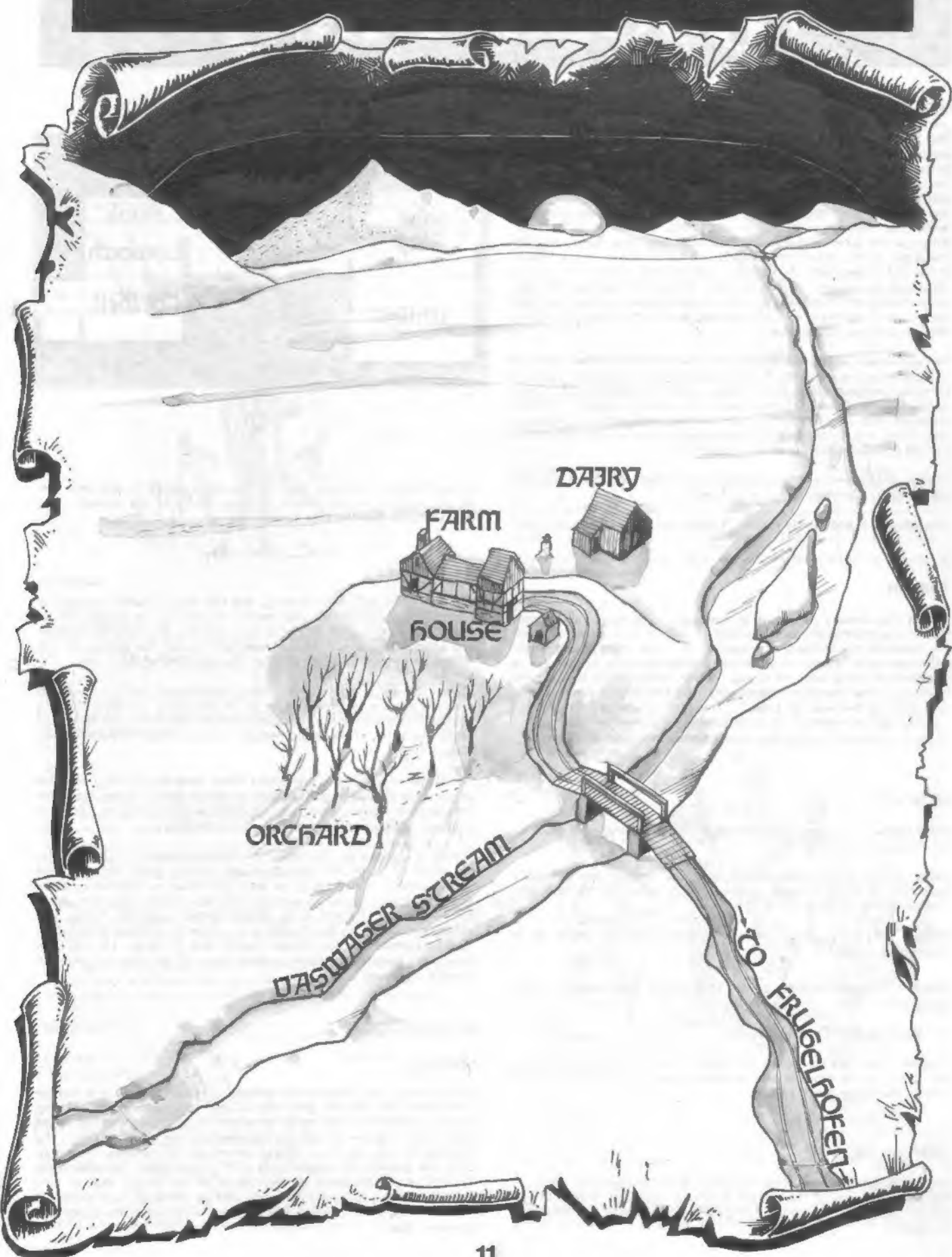


Dwarfs

Fighting Characteristics								Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
3	4	3	3	4	1	2	1	9	7	9	9	

There are but 5 dwarfs in addition to Gimbrin. All wear mail armour and carry shields giving them a 5 or 6 saving throw. Each has either a sword or axe. 3 of the dwarfs also have crossbows.

◆ BOGELS FARM ◆



BATTLE 2 THE ATTACK ON BOGELS FARM

OUTLINE

The Bogels moved into the valley when Hunk and Lorebeth were newly married refugees from the west. They have lived in the little house by the dairy ever since. Over the years their family has grown to include the strapping John-Boy, beautiful Corabell and young Willy. Almost a member of the family too is the aged and rather cranky dog, Fritzzy. Their herd of fine dairy cows has made the Bogels comfortably well off, if not exactly rich. Amongst the other villagers they are both liked and respected. On the night of the attack the Bogel's are sound asleep in the house. In the Dairy, Samgeff, the Halfling stable-hand, cannot rest. He is disturbed by recent events, by the strange howlings from the valley-head, and most of all by the flame-haired skeleton lord and his legion of zombies, now approaching the farm and clearly visible through the dairy window.

Samgeff loses no time in sounding the alarm. Using the huge and cumbersome cow-bell, which he wears around his neck, he raises a terrible, booming din. This clearly upsets the dairy-herd, whose ensuing moos of dissatisfaction wake the entire household. Within moments the Bogels come to the sudden realisation of what is happening, and, in the true pioneering spirit, the women-folk begin to load crossbows for the stern-faced men.

'Whatever happens,' Hunk whispers to his eldest son, 'save the last two bolts for Corabell and your mother.'

John-Boy nods and grimly replies, 'I knew you never liked them ps.'

TERRAIN

Set up the scenery as shown on the map. The farm lies in open country, with little scenery in which to hide or take cover. Behind the house is the orchard, represented by trees from your scenery collection or by lichen. The orchard has an enclosing hedge, this is intended to keep out wandering cattle, small boys and hungry Halfings. The Vaswasser stream runs past the Bogels' farm, and is crossable by the wooden bridge. The track leads to Frugelhofen, and can be represented by a scattering of brown or gray scenic flock, or chalked directly onto your games table.

LOCATIONS

Farm House - a large, log-built house with two wings. 3 building sections each of T 7 W 5.

Dairy - the dairy also serves as barn, stable and Samgeff's bedroom. It is quite large, with an upper story for storing hay. Two sections per level T 7 W 5.

Kennel - Fritzzy's kennel where he sleeps, and to which he is chained. T 6 W 1.

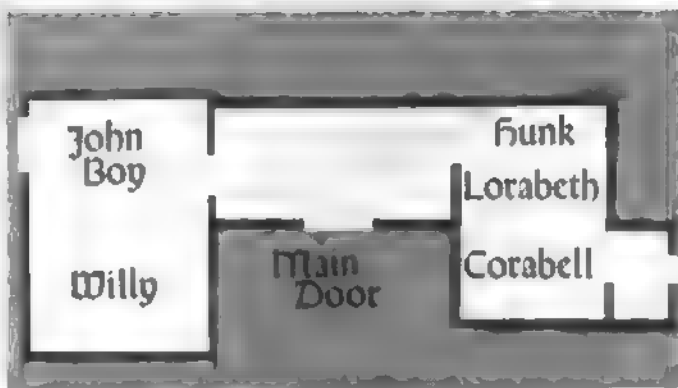
Bridge - a simple wooden bridge that allows safe passage of the stream. T 7 W 2.

Track - leading to Frugelhofen.

Stream - the Vaswasser is by this point a very fast-running stream and dangerous to cross except by the bridge. Both the Bogels and undead should be aware of this.

STARTING THE GAME

The undead player may start the game from any position north of the dairy and west of the stream, but must not begin within 16" of either the house or dairy. The Bogels start inside the house as follows.



Samgeff starts inside the dairy on the upper storey (it will take him an entire turn to get down). Fritzzy starts at his kennel. The undead player has the first turn.

SPECIAL RULES

The stream is very fast flowing, and can only be safely crossed at the bridge. Otherwise, any model attempting to cross will be swept away on the D6 roll of a 5, 6 - moving 4" a turn downstream and utterly helpless. Models can get out of the stream at the bridge, or by rolling a 6 on a D6 at the beginning of their turn.

Mikeal Jacsen is a powerful undead leader and can exert control over his zombie followers at up to 12" distance. Zombies straying beyond this distance will be destroyed, as they will also be should Jacsen be slain. This should remain a secret from the Bogel player if possible.

The Bogel's farm house comprises three separate building sections as shown in the diagram. It takes an entire turn to move from one section to an adjacent section. It takes an entire turn to exit via a window. It takes half a turn to exit via the door.

Fritzzy is chained to his kennel - a bit unfortunate for him really. He has 6" of chain and will attack any undead within this distance of the kennel. Fritzzy is quite mad, and takes no psychology tests and cannot be routed. In addition, should a Bogel approach within his range, and if there is no undead target available, Fritzzy will attack his owners on the D6 roll of a 4, 5 or 6. It takes a complete turn to release the dog, should anyone wish to do so. He will then follow the Bogels, attacking undead within 6" on Hunk or Lorebeth Bogel's command.

PLAYER'S BRIEFS

UNDEAD

Once more your objective is simple. Destroy the Bogels before continuing the march upon the village of Frugelhofen. If any Bogels escape they may raise the alarm at the village, which would spoil your chances of gaining surprise and an easy victory. To accomplish this you have Mikeal Jacsen and 10 zombies. You may split the zombies to create units of 5 if you wish. Zombies must remain within Jacsen's control range at all times, this is 12". Models straying beyond this range will be instantly destroyed. If Jacsen is slain the zombies are likewise destroyed, crumbling into harmless dust.



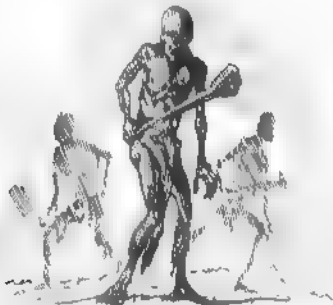
Mikeal Jaceen

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5

Mikeal carries sword and shield, and wears plate armour giving him a saving throw of 4,5 or 6 on a D6.



Zombies

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	3	3	1	1	1	8	4	4	4

The zombies are armed with an assortment of clubs, cleavers, axes and other hand arms.

BOGELS

Your greatest problem is going to be surviving. Your objective is, therefore, to survive, and secondarily, to raise the alarm at Frueghofen. Any models managing to leave the table via the track are assumed to escape, unless pursued in the immediate following turn by undead. If pursued in this way they have failed to escape, and will be automatically caught and slain.

Although only Hunk, John-Boy and Samgeff are either Individual heroes or champions, all of the Bogels, including the dog Fritzzy, can act as individuals. There is no constraint to remain in units.

Your faithful and beloved dog, Fritzzy, is chained to his kennel, and will clearly be killed unless you release him. On the otherhand, you know you can rely on this mad, old dog to put up a good fight.

SAMGEFF

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	5	3	2	1	6	1	6	7	6	8

Samgeff the halfling has been working for the Bogel's for some time, ever since he left his homelands to the north in search of adventure. He's been milking and mucking out Bogel's cows ever since, he wears a cowbell around his neck. He has a short sword, breast-plate and shield, giving him a saving throw of 5 or 6.

Hunk

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

Hunk is unarmoured, but carries a crossbow and sword.

John-Boy

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	7	7	7

John-Boy is also unarmoured, and, like his father, is armed with crossbow and sword.

Willy

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Young Willy Bogel may be small, but he is quite capable of wielding the sword and crossbow he carries. He wears no armour.

Lorabeth

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Lorabeth is a hardened farmer's wife. She carries a sword and knows how to use it.

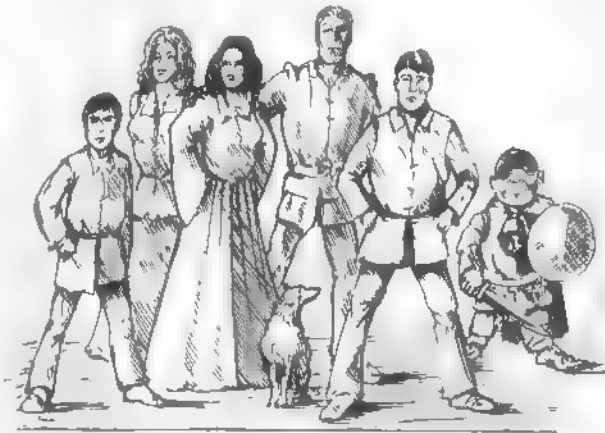
Corabell

Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Corabell is armed with a sword.



Fritzzy The Dog

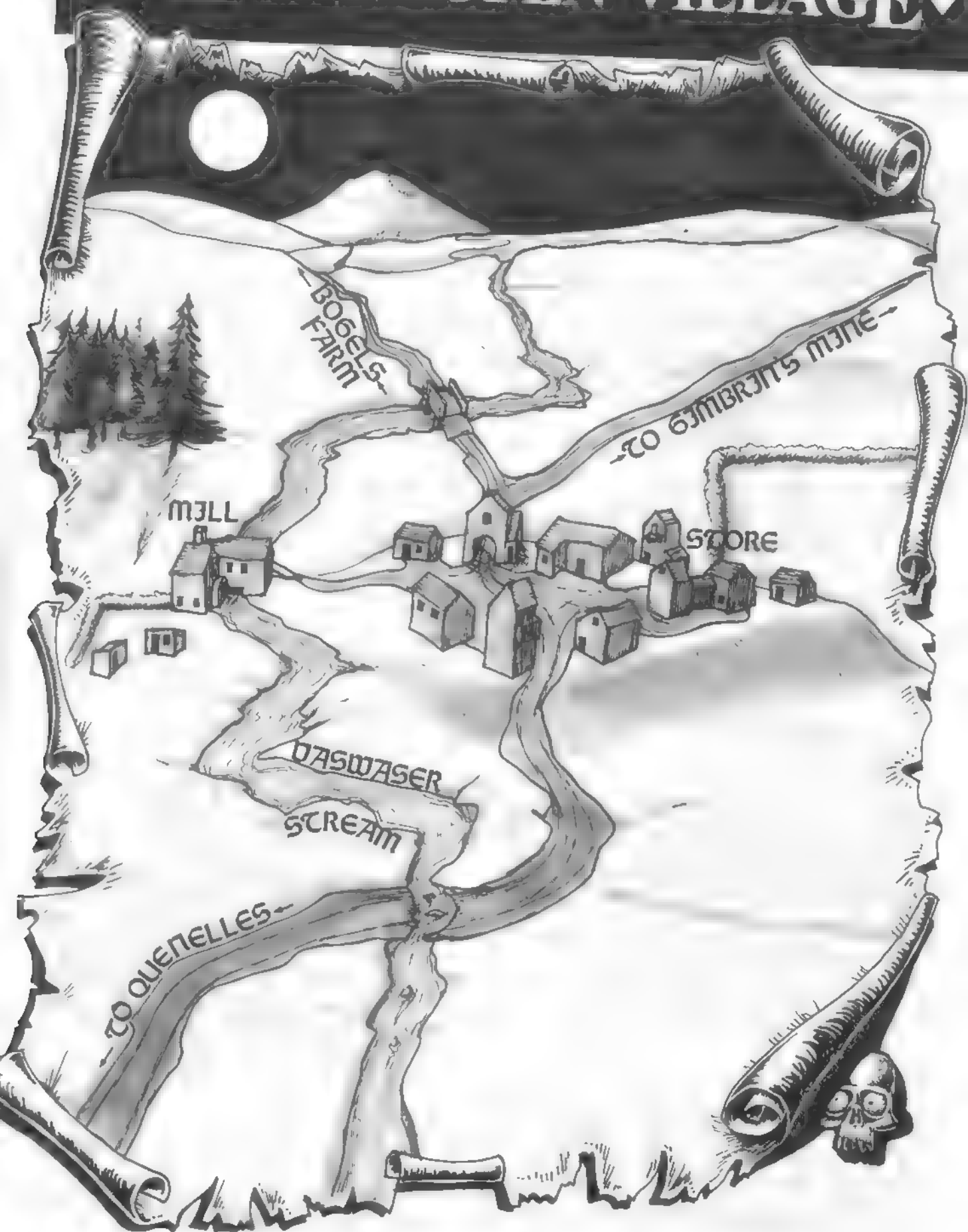
Fighting Characteristics

Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	3	3	1	3	1	8	4	8	8

Although by no means a huge war-hound, Fritzzy is completely insane and is likely to prove as effective a fighter as the Bogels.

◆ FRUGELHOFEN VILLAGE ◆



BATTLE THE DEFENCE OF FRUGELHOFEN

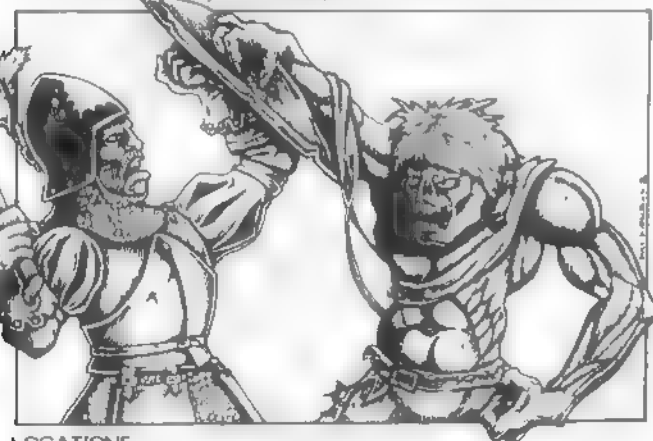
OUTLINE

The evil necromancer, Heinrich Kemler - The Lichemaster - is bringing his plans to fruition as he and his undead followers advance upon the village. He intends only to slay and destroy, he will spare no-one. From the slaughter he will gain fresh energy, and from amongst the dead he will raise new followers. If pre-warned by either the dwarfs or Bogels, the village is ready to mount a staunch defence. If not, the villagers are awakened by the desperate cries of Gim Grundle as he spots the undead army whilst out gathering firewood. The villagers must defend their homes as best they can - for there is no escape from the **Terror of the Lichemaster**.

TERRAIN

Set up the scenery as shown on the map. You will need a single, very large hill - which is probably best made out of books. A green cloth placed over books laid out flat is as good a way as there is of representing large, low hills. You will need model trees and lichen to represent the wood and the hedges. You will also require the buildings from this pack. If you wish, the village of Frugelhofen can be changed slightly by adding or substituting further buildings from the Village Pack series, Warhammer Scenario Pack series or models from the Citadel Journal.

The Vaswasser stream runs through the village. Use the stream sections already prepared for the other battles, or chalk the river directly onto your tabletop.



LOCATIONS

The Woods - A small copse approximately 6" by 12" in area.

Bridge - A wooden bridge that allows safe crossing of the Vaswasser stream. T 7 W 2.

Ford - The ford is an especially broad and shallow part of the stream. It is safe to cross. The ford is about 8" of stream length. It can be represented by scattering brown scenic material or cork onto the river section.

The Mill - The mill is built directly over the stream; the action of the Vaswasser turning a grinding wheel inside. The mill also facilitates passage over the stream, both via the exterior bridge, and by going through the building. It is a multi-storey construction, with a stone lower half, timber upper half, and a small tower addition. T 7 W 5.

General Store - This is a large building with two wings. (This is the building you used earlier for Bogel's house). T 7 W 5 per section.

Store Shacks - These two small huts are used by the miller to store grain, flour and such like. (Use the same shack and hut as used in the dwarf mine game). T 7 W 2.

Stable - The stable is a large wooden building. (It is the same building as Bogel's dairy in fact). T 7 W 5.

Cabin - The store keeper uses the cabin for additional storage. (This is the cabin from the Dwarf Mine game). T 7 W 5.

Houses - There are a total of six additional houses in Frugelhofen. Each has T 7 and W 5.

Stream - The stream is, as before, very fast flowing. It is safe to cross only at a bridge or ford.

Hedges - The sections of hedge are designed to keep stray cattle out of the village, and to mark off individual property. They can be represented by model hedges or lichen.

Track - The tracks lead out to Bogels Farm in the west, up towards the dwarf mine in the east and out from the valley in the south.

STARTING THE GAME

1. **If the dwarfs win at the mine.** If the dwarfs win at the mine they will reach the village before the undead and give the alarm. The villagers, and dwarfs, are thus ready and prepared for the onslaught. The valley-folk player may place his troops anywhere he likes on the board, but not nearer than 12" to any table edge.

2. **If Bogels escape from the farm.** If any Bogels (or Samqaff) escape the carnage at the farm they will reach the village before the undead and give the alarm - unless the dwarfs have beaten them to it! In either case the villagers will be ready for the attack. The valley-folk may place his troops anywhere on the board he likes, but not nearer than 12" to any table edge.

3. **If neither Bogels nor dwarfs appear.** In this event the villagers are caught napping, awakened only by the last minute warning of young Gim Grundle. Gim spots the advancing army whilst out at the crack of dawn gathering firewood. The valley-folk player may place his troops only within the confines of the village itself. Only troops occupying the mill may be placed west of the stream.

4. **The Lichemaster.** The Lichemaster, Krell, 20 skeletons and 10 zombies attack from position A on the map. They may enter at any place on the north side of the stream, and any place on the west side of the table within 24" of the table corner. If no warning has been given, then during his first turn only troops may be moved double distance. This is to simulate their advantage of surprise.

5. **Mikeal and the zombies.** Surviving zombies and their leader, Mikeal Jacsen, enter the table at A as for the Lichemaster. They do not enter immediately, however. To find out how many turns they must wait before entering roll a D4.

6. **Ranlac and the skeletons.** If Ranlac and his skeletons win at the mine they will appear at point B, entering along the north edge east of the stream. As with the zombies they do not enter immediately, roll a D4 to determine the number of turns they must wait.

In every situation the undead player has the first turn.

SPECIAL RULES

Streams: As before the stream is very fast-flowing, and can only be safely crossed at a bridge or ford. Otherwise, any model attempting to cross will be swept away on the D6 roll of a 5, 6 - moving 4" a turn downstream and utterly helpless. Models can get out of the stream at the mill, a bridge, ford, or by rolling a 1 on a D6 at the beginning of their turn.

Skeletons and zombies, as in the previous games, must be within control range of either one of the undead champions or Krell or the Lichemaster (12" or 24" if he uses his Extend Control). Ranlac and Jacsen do not need to be controlled. Other undead straying from the control range will be destroyed.

The general store comprises three separate building sections as shown in the diagram. It takes an entire turn to move from one section to an adjacent section. It takes an entire turn to exit via a window. It takes half a turn to exit via the door.



In this game models which are described as being organised into units must remain in units. Only the individuals described, heroes and champions may act as individuals. The Bogel family will stick together as one unit, or can be split into two units consisting of Hunk, John-Boy, Semgaff and Fritzzy in one, and the remaining Bogels in the other. The Dwarfs will fight as individual champions.

Because of the desperate situation the defenders may add 1 to their cool characteristics for the duration of the game. This is not included on their characteristics as given.

PLAYERS' BRIEFS

UNDEAD PLAYER

Your only desire and need is to slaughter the inhabitants of this pitiful little village. Good Luck! You may split or combine your zombie and/or skeleton units to produce any number of separate units. No individual unit can be smaller than five models at the start of the game. Zombies and skeletons cannot be mixed in the same units. Remember - your undead warriors must remain within 12" of an undead champion, or within the control range of the Lichemaster (12 or 24"), otherwise they will crumble away to dust and are destroyed.



Heinrich Kemler - The Lichemaster

Fighting Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	10	10	10

Kemler wears no armour. He carries a magic war-blade, a black rune-sword engraved with a cutting and smashing rune, and two minor death runes - the first against men and the second against dwarfs. The weapon is also endowed with multiple attacks - giving Kemler +2 attacks (making a total of 3).

Heinrich Kemler is a level 4 necromancer. His full repertoire of spells is truly awesome. Fortunately for his enemies his powers are still weak following his long decline, and the expense on his energies caused by recent conjuration. Because of this the spells available to him are as follows.

Type	Level	Spell
Battle	1	Fire Ball
Battle	1	Flight
Battle	2	Aura of Protection
Battle	3	Smash
Necro	1	Hand of Death
Necro	2	Extend Control

Your magic constitution points (magic points) stands at its full level of 40. However, you may not regain points by resting or sleeping. The only way to regain points is according to the bargain struck between yourself and Krell. For this reason you must keep a separate record of casualties caused by your forces - these are 'casualty points' and may be used to top up your magic points, or to extend your life. The attacks upon the dwarf mine and Bogel's Farm will have already given you some points.



Krell - Undead Mighty Hero

Fighting Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	5	3	7	7	7	7

Personal Characteristics

Krell is a fearsome Lord of the Undead. In life his Chaps masters blessed him with a mighty double-handed sword, a glowing warp-weapon with the abilities of **warp attack** and **degeneration attack**. His aged and rusting plate armour is engraved with a rune of **protection** giving him a 4, 5 or 6 saving throw, reverting to 5 or 6 after a save of a 4.

Zombies, skeletons and the two undead champions, Raniel and Mikeal are as described in the two earlier battles.

VILLAGERS BRIEF

The men of the village are a hardy breed. Many are ex-adventurers, settled into new and peaceful ways, but with plenty of experience, and plenty of weapons, to call upon in times of need. Now is undoubtedly such a time. Your task is to defeat the forces of the Lichemaster. They will stop at nothing to destroy you. Your only hope is to fight to the very last man. The villagers include a number of individual heroes and champions, who may act as individuals or join units as they wish. The majority of villagers must be organised into units or either bowmen or fighters. Units may be no smaller than 5 models.

The character Antonio Epatein has discovered that the character Riolte Snow is not only astoundingly attractive, but is also fabulously rich. These qualities have so effected his mind that he is unable to let her out of his sight - and he must remain within 4" of her at all times where possible.

As well as your warriors you have several magic items to help you. These lie within an ancient chest where they were placed by their owner Albi Schutz. Albi has never really taken much interest in magic, and always kept the items on the off chance that one day they would come in handy. If pre-warned of the attack these can be distributed throughout the defenders. Otherwise, they are available in Albi's store, and any character can be given one or more items from there.

The **shield of adamantine** is a black, featureless shield made from an almost indestructible material called adamantine. Anyone bearing the shield has a saving roll of +1 on normal. Any weapon which causes a wound on a character bearing the shield, and if that wound is then saved, will shatter. Even a magical weapon will be destroyed, and only a weapon made from adamantine will be unharmed.

The **sword of adamantine**, like the shield, is black and featureless and is made from adamantine. A character wounded by this weapon may make no saving roll, the sword cuts straight through all armour and shields as if they didn't exist. Only the shield of adamantine can stop it - and then receives only a normal saving roll.

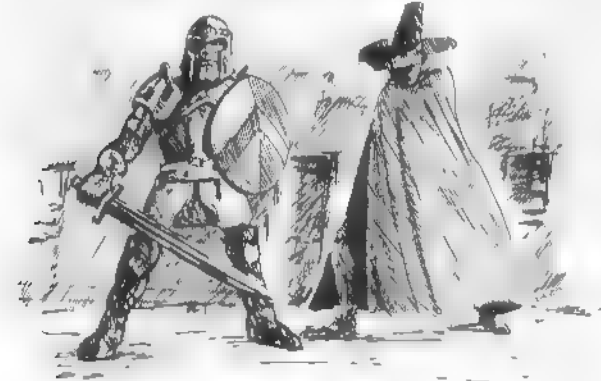
The ring of courage was presented to Albi during his wrestling days. It can be used by any character with a Leadership characteristic of 9 or more. The wearer of the ring may lead any friendly unit, and that unit then becomes totally immune to routing. No matter how many times it is defeated, or how few warriors remain, the unit will not rout so long as the ring-bearer lives.

The power-spheres are grenade sized spheres of glass which can be thrown or used to strike an opponent in combat (counting as improvised weapons). Spheres have the strange ability to drain magical energy from a creature on touch (or a shooting/combat hit). A skeleton or zombie (including champions and heroes) struck by the weapon receives 1 automatic wound. If a sphere touches a wizard it will drain D6 magic constitution points from him. Once used a power-sphere will turn black and is then totally useless. Albi has 6 power-spheres in his chest.

VILLAGERS

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

There are 40 villagers in total. Of these, 20 are armed with an assortment of hand-arms and carry bows, the remaining 20 have hand-arms only. They have an assortment of armour and shields, giving the swordsmen an average saving throw of 5 or 6 on a D6, and the bowmen an average saving throw of 6.



ALBI SCHUTZ

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Albi Schutz is the store keeper and former Inter-valley wrestling champion. He retired to this peaceful spot in an attempt to get away from drunks, fight enthusiasts and people who wanted to give him things. Being a popular hero never sat easily upon his shoulders: for one thing he could never overcome a basic urge to throw people to the ground and twist their legs together. He wears plate armour and carries a shield (both given to him by an admirer). This affords him a saving throw of a 4, 5 or 6. He carries a finely engraved sword bearing the words 'Inter-valley Champ Mad-Twister Shultz'. He may substitute any of this equipment with the magical items described.

GRIMWALD CALACO

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

Grimwald is a Bretonian from the lands to the west. He is an anarchist and refugee, having fled to Frugelhofen following an abortive assassination attempt on the mayor of Guenelles. He wears mail armour and carries a shield, giving him a saving throw of 5 or 6. He has a sword and several throwing knives (unlimited for the purposes of the game). He also has 1 bomb. This can be thrown up to 8", causing an explosion within a 2" radius. All models in this radius are automatically hit by a strength 4 blow. The bomb can only be thrown in a turn in which Grimwald remains stationary.



ANTONIO EPSTEIN

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	7	7	7

Antonio is half-Italian and half-Reikiander. He lives in Albion and is travelling through Frugelhofen on his way to an exotic party in the land of Italia to the south (where he hopes to meet and force himself upon a wealthy heiress). However, he has delayed his journey due to the mesmerizing presence of Riolta Snow - a young elf adventuress. Unwillingly drawn into the town's defence he is armed with a sword, and has a sword and shield for his defence, giving a 5 or 6 saving throw.

RIOLTA SNOW

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	9	3	10	10	10	10

Riolta Snow is an Elf from the Elf Kingdoms. She is an amazingly successful and talented archeress, she is also alarmingly rich. Riolta spends her life travelling the world, which she finds 'quaint', and patronising its inhabitants. At the time of the Lichemaster's attack she is unlucky enough to be engaged on a Grande Tour of the Old World. Although the natives find her intensely irritating (especially her habit of calling everyone 'cutey' and referring to everything to her distaste as 'gauche') she will come in extremely useful in the town's defence. Unfortunately for her, a fellow traveller, whose name she can never quite remember, seems intent on following her around everywhere. She is unarmoured and carries an Elf-bow and sword.



GIM GRUNDLE

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	5	1	6	7	6	8

Gim Grundle is a Halfling runaway (being only 32) originating from the lands of the Empire to the north. He has a short sword, breast-plate and shield, giving him a saving throw of 5 or 6. On his head he wears a cooking pot, the nearest thing he could find to a helmet that would fit him.

◆ STATISTICS FOR ◆

WARHAMMER

This section gives you all relevant statistics for the buildings according to Warhammer rules. This section can, of course, be used equally easily with the role-playing game, and you can convert or change the statistics as necessary.

◆ BUILDINGS ◆

The different war models are used to represent the various buildings within the Frueghofen village. Transferable stats are provided to allow you to vary each building slightly from game to game.

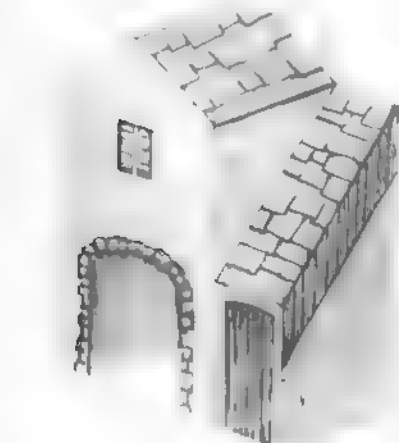
- 1 All interior doors are assumed to be Toughness 6
- 2 All unhatted windows are assumed Toughness 2
- 3 All unhatted windows are assumed Toughness 1
- 4 All roofs will have Toughness 6

It is up to the players and masters to decide on the interior layout of the various buildings if necessary.



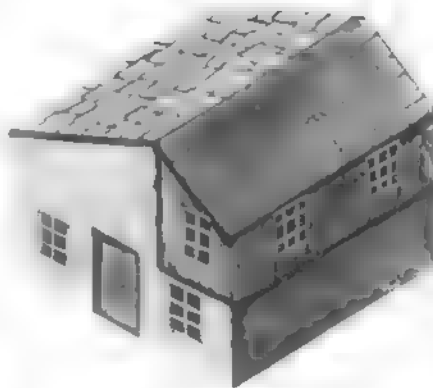
Building 1: This is the house in the middle of the village, a farmhouse and the garden area, the village.

Sections: 1
Toughness: 2
Windows: 1
Main floor: 1



Building 2: This is the gatehouse of Frueghofen.

Sections: 1 per level
Toughness: 2
Windows: 1
Main floor: 1



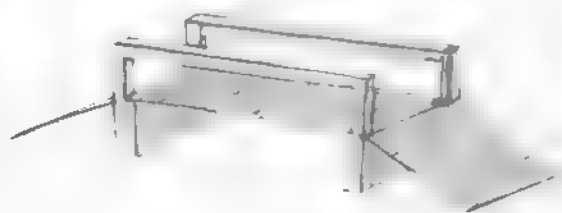
Building 3: A house in Frueghofen village.

Sections: 1 per level
Toughness: 2
Windows: 1



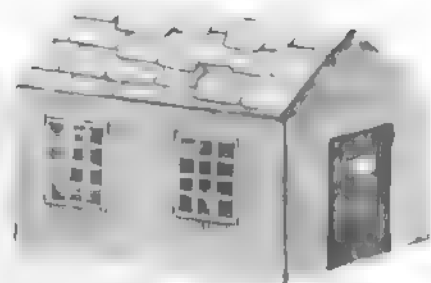
Building 4: The watermill at Frueghofen.

Sections: 1 per level
Toughness: 2
Windows: 1



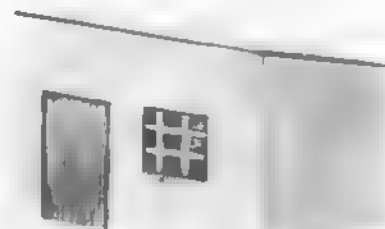
Building 5: The bridge.

Sections: 1
Toughness: 2
Windows: 1



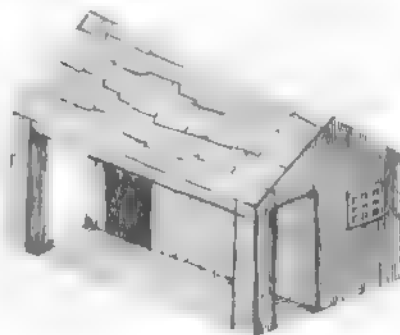
Building 6: The shack used by the dwarfs and as one of the store shacks at Frueghofen.

Sections: 1
Toughness: 2
Windows: 1



Building 7: The shed used as a store shack at Frueghofen.

Sections: 1
Toughness: 2
Windows: 1



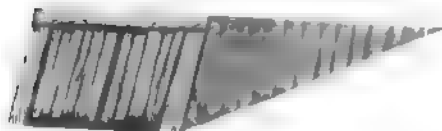
Building 8: The dwarf's sleeping cabin, and a storage cabin at Frueghofen.

Sections 1
Toughness 7
Wounds 5



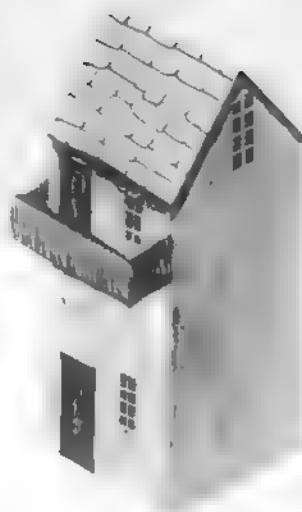
Building 9: A house at Frueghofen.

Sections 2 (1 per level)
Toughness 7
Wounds 5



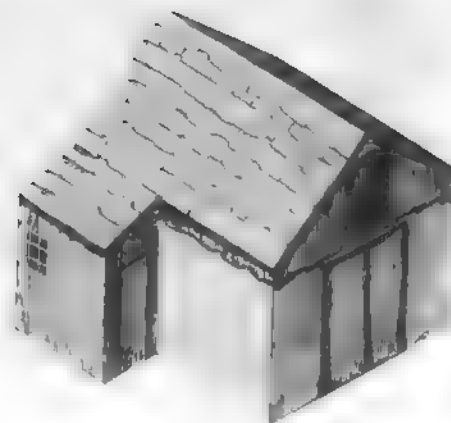
Building 12: A house at Frueghofen.

Sections 2 (1 per level)
Toughness 7
Wounds 5



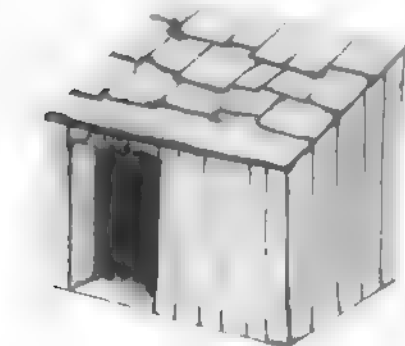
Building 15: The building used as the dairy at Bogel's farm and as the stable at Frueghofen.

Sections 4 (2 per level)
Toughness 7
Wounds 5



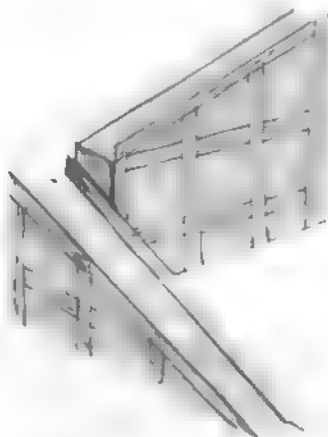
Building 10: The mine head at the dwarf mine.

Sections 1
Toughness 7
Wounds 5



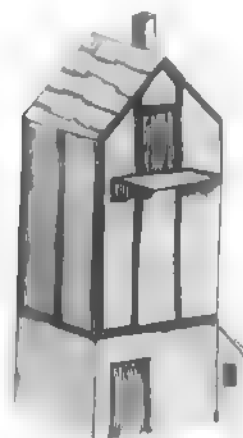
Building 13: The conduit at the dwarf mine

Sections 1
Toughness 5
Wounds 5



Building 16: A house at Frueghofen.

Sections 2 (1 per level)
Toughness 7
Wounds 5



Kennel: Fritz's kennel at Bogel's farm

Sections 1
Toughness 6
Wounds 5



Building 11: The hut used as a tool shed used by the dwarfs, and as one of the store sheds at Frueghofen.

Sections 1
Toughness 7
Wounds 2

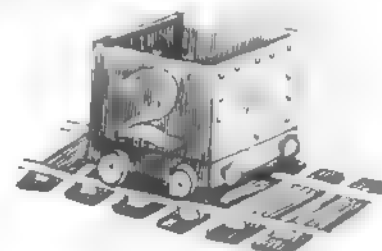
Building 14: A house at Frueghofen.

Sections 2 (1 per level)
Toughness 7
Wounds 5



Mine Trucks

The mine trucks can be used as hard cover by models bet



PLEASE NOTE THAT THE DRAWINGS ON THIS PAGE ARE FOR IDENTIFICATION PURPOSES ONLY AND ARE NOT TO SCALE.

◆ ASSEMBLING YOUR ◆ CARD MODELS

The card models supplied with this pack have been designed by Citadel staff artist and Player's Guild member David Andrews. His expert hands have turned out many a fine model to date, as you will know if you have seen any of the Player's Guild Warhammer display games featured at Games Day, Dragonmeet, Citadel Open Days and numerous other hobby conventions.

Before assembly make sure you read through the instructions. You will need a modelling knife, a safety straight-edge ruler and some glue (Bostik, Uhu, etc.). A pair of scissors and a set square will come in handy too. Useful, but not essential, are a sheet of heavy card (to make bases for the buildings), paint (to colour score lines and visible white card) and drinking straws (to make chimney pots).

The pack comprises the following models. Each item is colour coded as follows:

- | | |
|-----------------------------|-------------|
| 1 Bogels farm/general store | red |
| 2 Gate house | dark blue |
| 3 House | dark brown |
| 4 Watermill | dark green |
| 5 Bridge | light blue |
| 6 Shack | black |
| 7 Shed | pale blue |
| 8 Cabin | turquoise |
| 9 House | orange |
| 10 Mine head | yellow |
| 11 Hut | light brown |
| 12 House | light green |
| 13 Conduit | grey |
| 14 House | pink |
| 15 Dairy/stable | purple |
| 16 House | dark red |

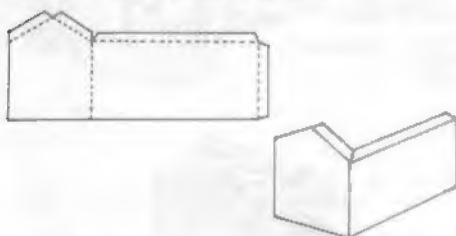
Plus kennel (for Fritzzy, Bogel's dog) and mine trucks (for the dwarf mine).

BASIC CONSTRUCTION

Most of the buildings follow the lines of construction described here.

WALLS

Carefully cut out all the wall sections. Generally speaking, there are two wall sections per building, although complex buildings may have more. See the diagrams below. Score along the coloured tabs using a knife and ruler. Bend each tab inwards.



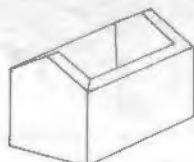
FARMHOUSE

SLEEPING CABIN

GATE HOUSE

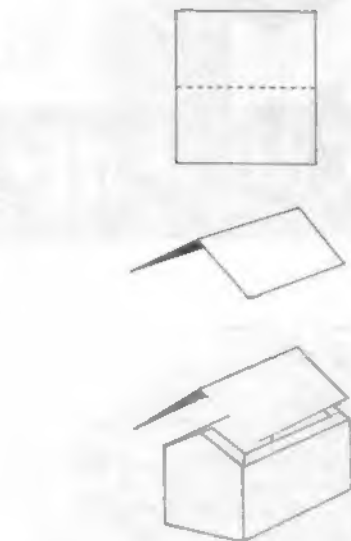
WATERMILL

Glue the end wall tabs and assemble the sections together.



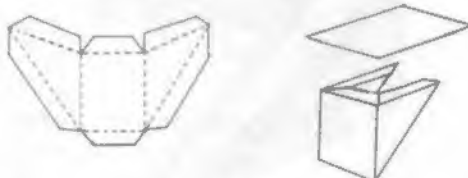
ROOFS

Carefully cut out the roof sections. Remove the tabs marked with a cross - this is for identification only. Leave unmarked tabs as they are - these are used during the construction. Score along the ridge of the roof and fold it to shape. Roofs are glued onto the walls at the tabs.



ROOF SECTION

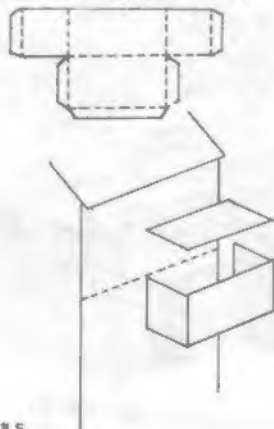
Cut out the window and score as indicated.



Fold the window into shape. Cut out the roof section and glue it on to the tabs as shown.

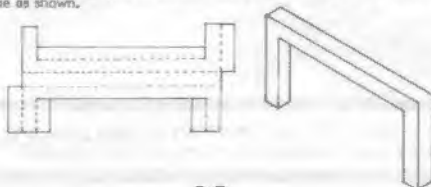
BALCONIES

Cut out the balcony walls and floor piece. Score along the dotted lines as shown. Glue the walls in position. Glue the floor in place grain side up. It will be necessary to paint the side walls black or brown. It is a good idea to weight the bottom of the building with plasticine or similar, to give it extra stability.



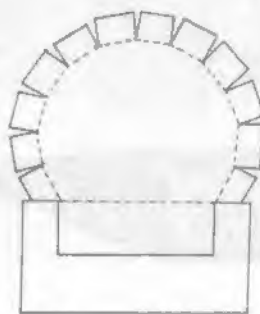
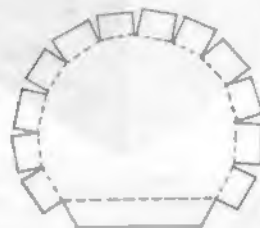
HAND RAILS

Hand rails are optional and may be omitted if you wish. Score along the dotted lines as shown, cut along the solid lines. Fold and glue as shown.

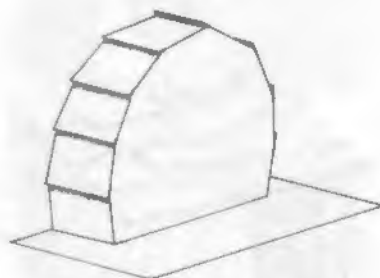


MILL WHEEL

Cut out the wheel back and base. Score the tabs and fold inward. Cut out the wheel front. Score the tabs and fold outwards. Glue the front and base together by the tab at the bottom. Glue the wooden slats in place, starting with the smallest, working clockwise, leaving a slight overhang.



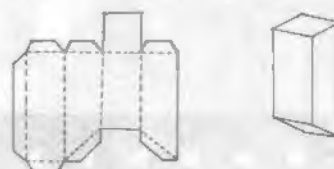
SIDE VIEW



The mill wheel may be fixed onto the building or left as a free-standing structure.

CHIMNEYS

Cut out the chimney. Score and fold the tabs inwards and glue together. Chimneys are small constructions, and must be assembled carefully if they are to fit well.



◆TIPS FOR MODEL MAKERS◆

SCORE LINES

White score lines can be disguised using Citadel colour paint. Water the paint down so that it is quite runny. Use a fairly big brush to colour in the score lines. Paint only a small section at a time, wiping away any paint that gets onto the model itself. A little paint out of place won't make any difference to the overall appearance.

CHIMNEY POTS

You can paint a black square onto the top of the chimney stack to represent an 'open' stack. Alternatively, you can make chimney pots out of lengths of drinking straw cut to size and painted.

BASES

Your models are printed on a high quality card and will last you for many battles if you are careful. However, to make your models more solid and durable it is a good idea to fasten them onto your own heavy card base. If you want to do this you must remember to leave extra tabs at the base of the building walls.

Bases can be decorated with scenic material, flock, lichen, cork and so on. Moss, ivy and other clinging vegetation can be glued directly onto the buildings if you wish.

ROOF UNDERSIDES

The undersides of roofs will appear white as they over hang the building walls. Viewed from above this makes no difference. However, you might wish to colour this area using Citadel Colour water based paint. This can be done after assembly if you are careful, or before assemble if you wish. Let paint dry thoroughly before gluing. Do not use thinned paint, or too much paint, as this will cause warping.

SIGNS AND ODDMENTS

We have included a thorough selection of inn signs, posters and trading signs for you to use on your buildings. These will enable you to create any of the buildings described in the Terror of the Lichemaster. These can be glued onto the buildings or fastened on using adhesive putty, so that the signs can be changed from game to game.

Rather than waste space on the building sheets, we've included a few extra pieces so that the more ambitious modeller can add unique features of his own. The additional doors and windows can be glued onto any suitable building, providing extra entrances and fire-points.

CONVERSIONS

This is just one of what is now a growing series of model building sets. Village Pack 1, 'Blood on the Streets', contains a selection of compatible buildings. A further building was included as part of the first Citadel Journal, and a selection of buildings were included as part of the Orc's Drift scenario pack for Warhammer. With several different buildings you can start to improvise your own constructions, mixing bits from one set with bits from another. As your modelling skill grows you will find it easy to improvise new and interesting structures in this way. Good luck!

WARNING - sharp knives and other modelling tools are dangerous unless handled with care and respect. Always use such tools carefully, remember to make cuts away from yourself, and never use broken or inferior tools. A good craft knife and a metal safety edge are recommended for all cutting work.

MORE

WARHAMMER!

THE TERROR OF THE LICHEMASTER is just one of a growing range of **WARHAMMER** support material - featuring scenarios and ready-to-assemble card models. Designed by gamers and modellers for gamers and modellers. Look out for further releases as they become available.

ORCS DRIFT - The forces of Orc warlord F'yar descend upon the unprotected realm of Remalis - the King lies dead, foully poisoned by the hand of F'yar. In a series of battles you must defend the land against Orcish assault. This Warhammer Scenario pack comprises gamesmaster's book, 6 sheets of cut-out buildings, 2 sheets of cut-out characters, and 10 command sheets for the players. Written and illustrated by Ian Page, Joe Dever and Gary Chalk, buildings by Dave Andrews.

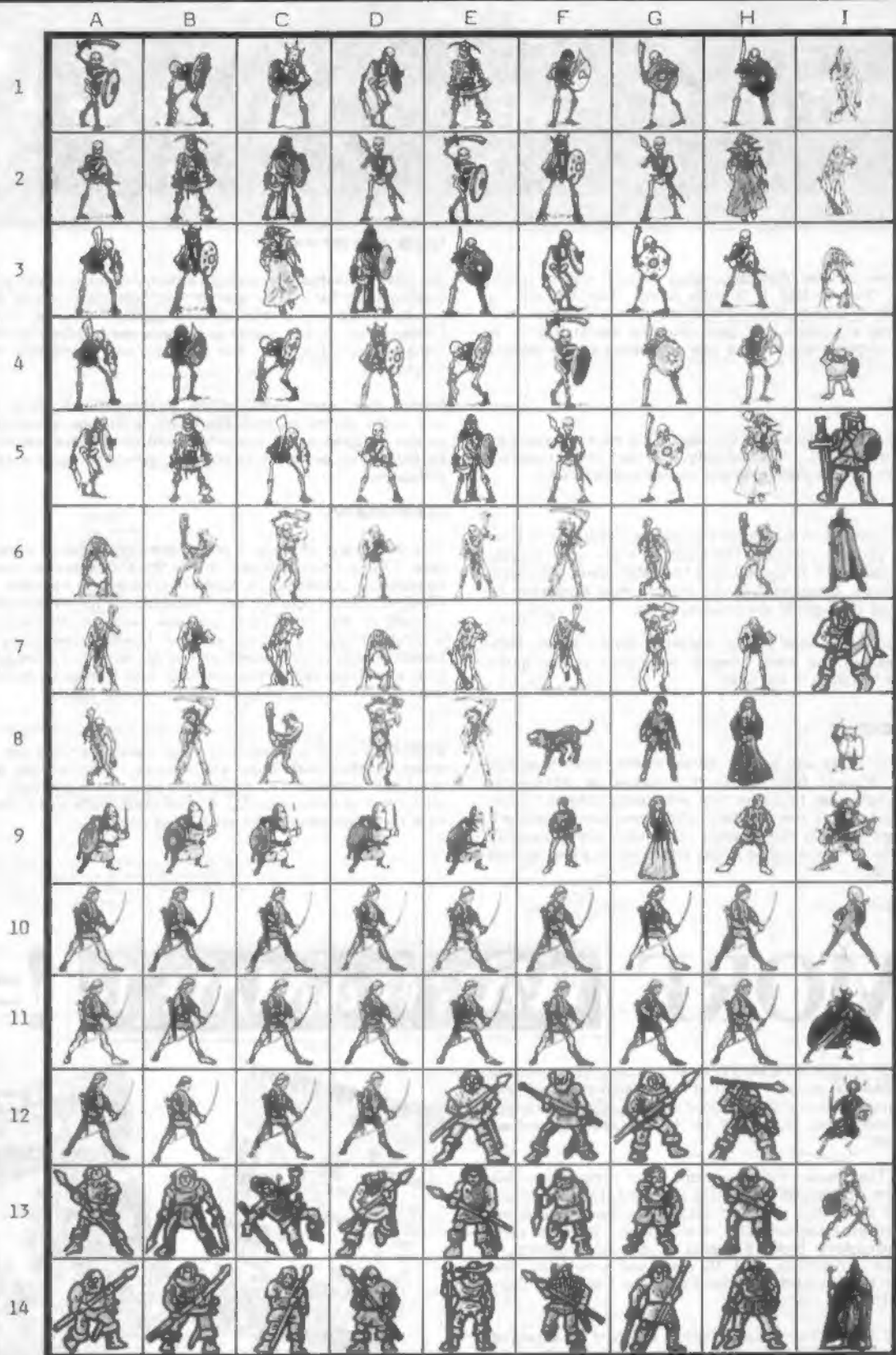
BLOOD ON THE STREETS - Village Pack 1 contains 16 sheets of card buildings together with an introductory guide to The Riding - an out of the way part of the Old World featuring three villages and their inhabitants described in detail. Full Warhammer stats are provided, plus card characters. Written by A Szczepankiewicz with buildings by Dave Andrews.

COMING SOON.....!

McDEATH - A full Warhammer scenario along the same lines as Orcs Drift. Highland adventure, slaughter, death, tragedy and insanity from the quivering pen of the quivering Richard Halliwell.....

TREACHER ISLAND - From Ian Page, the co-author of Orcs Drift, comes this spirited piece of plagiarism. Maritime mayhem in search of a lost treasure unites an unlikely crew off the coasts of Lustria....





1	A-H	Skeletons
1	I	Zombie
2	A-H	Skeletons
2	I	Zombie
3	A-H	Skeletons
3	I	Zombie
4	A-H	Skeletons
4	I	Samgaff
5	A-H	Skeletons
5	I	Antonio Epstein
6	A-H	Zombies
6	I	Grimwald Calaco

7	A-H	Zombies
7	I	Albi Schutz
8	A-E	Zombies
8	F	Fritz the Dog
8	G	John-Boy Bogel
8	H	Lorabeth Bogel
8	I	Gim Grundel
9	A-E	Dwarfs
9	F	Willy Bogel
9	G	Corabell Bogel
9	H	Hunk Bogel
9	I	Gimbrin Finehelm

10	A-H	Villagers (Bowmen)
10	I	Riolta Snow
11	A-H	Villagers (Bowmen)
11	I	Krell
12	A-D	Villagers (Bowmen)
12	E-H	Villagers (Spearmen)
12	I	Ranlac the Black
13	A-H	Villagers (Spearmen)
13	I	Mikeal Jacsen
14	A-H	Villagers (Spearmen)
14	I	Heinrich Kemler (The Lichemaster)

